Alex Meier

GUI Programming

Homework 8 Writeup

# What is not working

For my homework 8 submission, there are a few things that I did not have time to complete. To start, my project does not check a dictionary to determine whether a word is playable or not, so any sequence of letters entered onto the board will be scored as if it were a valid word. Additionally, while the page prevents you from playing pieces in spaces that are not adjacent to a previously played piece, it is possible to remove a piece from the board in the middle of a word, which leads to an invalid word. Additionally, I only had time to apply, minimal styling to the page, as my priority was getting the main game part working. Otherwise, most of the other features are functional. Pieces can be dragged to and from the board and will bounce back if they are placed anywhere but a valid space. The “hand’ is populated by selecting pieces from a randomized array that is built using the provided distribution listed in the provided file “Scrabble\_Pieces\_AssociativeArray\_jesse.js”, which has been slightly modified to also hold the paths to each of the tile image files. Additionally, apart from the word not being checked from a dictionary, the played sequence of tiles is scored correctly, and the letter, and word bonuses are applied as expected.

# Usage

To play a word, simply drag the desired pieces to the board from the holder. Pieces will snap to the board. Additionally, pieces can be removed from the board by dragging them back to the holder. To submit the word, press the “Play word” button, which will add the word score to the total score field, and new pieces will be added to refill your hand. Pressing the reset button will reload the page, and reset both the score and total score buttons, as well as rebuilding the hand.